SETUP

1 Follow this setup procedure immediately after all players have gained their starting Objectives.

2 Unless you are also playing with the Firelands Expansion, remove the following Great Ship cards:

GS1 **GS10**

3 Shuffle the Great Ship cards and draw the number of cards equal to the player count, plus 1. Place these cards face up near the board where all players can see them.

4 The player whose marker is farthest to the **right** on the turn order track takes 1 Great Ship card and places it face up near their personal board. Going from right to left on the Turn Order track, each player takes one Great Ship card until one remains on the table. Remove the remaining card and all face-down Great Ship cards from the game.

GAMEPLAY

Each Great Ship card provides a unique benefit as described on the next page.

COMPONENTS

11 Great Ship cards

GAME DESIGN
Simone Luciani
Nestore Mangone

ILLUSTRATOR
Paolo Voto

RULEBOOK AUTHOR
Jonathan Cox

THUNDERGRYPH GAMES

Used only with the Firelands Expansion

GS1 - When the player gains an Adventure token, they may place it onto an empty spot on this card. They then gain the Adventure rewards from their selected option twice. This card may only be activated three times per game. Adventure tokens placed on this card count towards final scoring.

GS2 - Each time the active player achieves a Crew card, they gain all the listed rewards twice. Each reward may be taken in any order.

GS3 - Each time the player researches the 2nd, 3rd, or 4th Specimen in a column (in any order), they also perform the indicated action as a reward. These rewards, from top to bottom, are: gain 2 Coins, gain 4 victory points, and unlock one location for free. Each reward may be performed no more than once per column.

GS4 - The player may place a worker onto a locked location by spending 1 Temporary Knowledge token. The worker must still satisfy the Wax Seal requirements of this location.

GS5 - Each time the player's Ship lands on or passes the HMS Beagle location, the player may perform one bonus action: a value 2 Navigation action, a value 2 Exploration action, a value 2 Correspondence action, or a value 1 Academy action.

GS6 - After the player places a Tent onto the main board, they may also deliver 1 Specimen to the Museum.

GS7 - When determining Correspondence majorities, the player discards no more than 1 Stamp from each envelope.

GS8 - All Exploration actions have the movement reduced by 1, which may reduce the movement to 0. All Exploration rewards shown on this card (Coins, Temporary Knowledge, Evolution track advancement, and victory points) are doubled for the player.

GS9 - When choosing this card during game setup, the player must place one of their personal Lens tokens onto each of the 6 Lens locations on the card. When placing a personal Lens token, the player removes it from this card and places it onto the main board. They immediately gain the reward that was associated with the removed personal Lens token.

Used only with the Firelands Expansion

GS10 - Each time the player gains any amount of Time, they gain 1 additional Time.

GS11 - Each time a player's Ship moves past an opposing Ship or the HMS Beagle, they gain rewards depending on the player count:
Two players - 2 Coins & 3 victory points
Three or Four players - 1 Coin & 2 victory points